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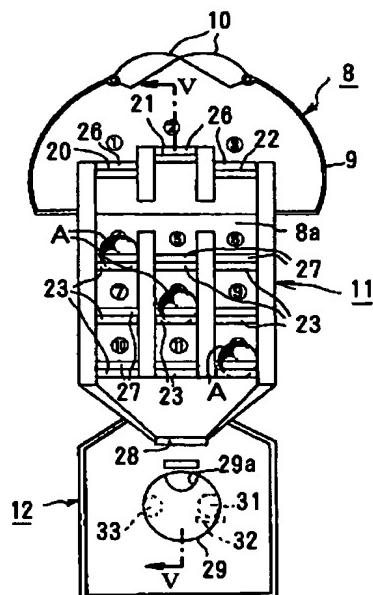
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(54)【発明の名称】 遊技機

(57)【要約】

【課題】 遊技球が大当たりに直結している印象を遊技者に与え、今までない遊技感覚で遊技を楽しむことができる遊技機を提供する。

【解決手段】 遊技領域内に設けられ、遊技球を載置可能とする突出状態と載置した遊技球を落下させる没入状態とに移動可能な複数の保留受台20、21、22と、保留受台20、21、22から落下した遊技球を載置可能とする突出状態と載置不能とする没入状態とに移動可能な複数の区画受台23とを有する役物8と、所定の確率に基づいて、大当たり状態を生起するか否かの判定をおこない、その結果、大当たり状態を生起する場合は、複数の区画受台23のうちの一部の区画受台23が突出状態で特定方向へ並ぶように、区画受台23の駆動手段を駆動制御する制御手段34とを備える。



【特許請求の範囲】

【請求項1】 遊技領域内に設けられ、駆動手段をもって、遊技球を載置可能とする突出状態と載置した遊技球を落下させる没入状態とに移動可能な複数の保留受台と、該保留受台への遊技球の載置を検出する載置検出スイッチと、駆動手段をもって、前記保留受台から落下した遊技球を載置可能とする突出状態と載置不能とする没入状態とに移動可能な複数の区画受台とを有し、該区画受台をマトリクス状に区画された区画部に配置した役物と、

前記載置検出スイッチが遊技球の載置を検出することにより、前記保留受台を没入状態となるように、その駆動手段を駆動制御するとともに、前記複数の区画受台のうちの一部の区画受台が突出状態となるように、前記区画受台の駆動手段を駆動制御する制御手段とを備えたことを特徴とする遊技機。

【請求項2】 制御手段は、各保留受台の載置検出スイッチが遊技球の載置を検出することにより、役物における区画部の左列、中列、右列毎に、それぞれの乱数表によって抽選をおこない、その抽選結果に基づいて、前記左列、中列、右列毎、突出状態とする区画受台を1個選択し、突出状態にある前記各区画受台の各区画用検出スイッチが遊技球の載置を検出することにより、前記各区画用検出スイッチの検出態様が特定方向であるか否かによって、大当たりを生起するか否かの判定をおこなうように制御する請求項1記載の遊技機。

【請求項3】 制御手段は、各保留受台の載置検出スイッチが遊技球の載置を検出することにより、所定の確率に基づいて、大当たり状態を生起するか否かの判定をおこない、その結果、大当たり状態を生起する場合は、前記複数の区画受台のうちの一部の区画受台が突出状態で特定方向へ並ぶように制御する請求項1記載の遊技機。

【請求項4】 役物はさらに、役物内への遊技球の入賞を可能とする状態と不能とする状態とに移動可能なハネ状開閉部材を有する請求項1～3のいずれかに記載の遊技機。

【発明の詳細な説明】

【0001】

【発明の属する技術分野】 本発明は、遊技盤面に形成された遊技領域に遊技球を発射することによって、所定のゲームをおこなう遊技機に関する。

【0002】

【従来の技術】 従来、この種の遊技機は、所定の始動口を遊技球が通過することにより、液晶または7セグLED等で構成される可変表示器の変動表示を開始させ、変動表示の停止時に表示された図柄の組合せが、特定の組合せになると、特定入賞口を所定時間開放させて、遊技状態が遊技者に有利な状態、すなわち大量の遊技球を獲得することができる大当たり状態となるようにしていった。

【0003】

【発明が解決しようとする課題】 しかし、上述のような、従来の遊技機においては、遊技球は、可動表示器の図柄を変動表示させる契機としてしか利用されていないため、遊技者にとって、遊技球が大当たりに直結している印象が薄く、改良の余地を残していた。

【0004】 本発明は、従来の技術が有する上記のような問題点に鑑み、遊技球が大当たりに直結している印象を遊技者に与え、今までにない遊技感覚で、遊技を楽しむことができるようにした遊技機を提供することを目的としている。

【0005】

【課題を解決するための手段】 本発明によると、上記課題は、次のようにして解決される。

(1) 遊技領域内に設けられ、駆動手段をもって、遊技球を載置可能とする突出状態と載置した遊技球を落下させる没入状態とに移動可能な複数の保留受台と、該保留受台への遊技球の載置を検出する載置検出スイッチと、駆動手段をもって、前記保留受台から落下した遊技球を載置可能とする突出状態と載置不能とする没入状態とに移動可能な複数の区画受台とを有し、該区画受台をマトリクス状に区画された区画部に配置した役物と、前記載置検出スイッチが遊技球の載置を検出することにより、前記保留受台を没入状態となるように、その駆動手段を駆動制御するとともに、前記複数の区画受台のうちの一部の区画受台が突出状態となるように、前記区画受台の駆動手段を駆動制御する制御手段とを備える。

【0006】 (2) 上記(1)項において、制御手段は、各保留受台の載置検出スイッチが遊技球の載置を検出することにより、役物における区画部の左列、中列、右列毎に、それぞれの乱数表によって抽選をおこない、その抽選結果に基づいて、前記左列、中列、右列毎、突出状態とする区画受台を1個選択し、突出状態にある前記各区画受台の各区画用検出スイッチが遊技球の載置を検出することにより、前記各区画用検出スイッチの検出態様が特定方向であるか否かによって、大当たりを生起するか否かの判定をおこなうように制御する。

【0007】 (3) 上記(1)項において、制御手段は、各保留受台の載置検出スイッチが遊技球の載置を検出することにより、所定の確率に基づいて、大当たり状態を生起するか否かの判定をおこない、その結果、大当たり状態を生起する場合は、前記複数の区画受台のうちの一部の区画受台が突出状態で特定方向へ並ぶように制御する。

【0008】 (4) 上記(1)～(3)項のいずれかにおいて、役物はさらに、役物内への遊技球の入賞を可能とする状態と不能とする状態とに移動可能なハネ状開閉部材を有する。

【0009】

【発明の実施の形態】 以下、本発明の一実施形態を、図

面に基づいて説明する。図1は、本発明に係わる遊技機の一実施形態の正面図である。遊技機(1)における遊技盤(2)は、外側ガイドレール(3)と内側ガイドレール(4)とによって包囲され、多数の遊技釘(5)が配置された円形状の遊技領域(6)を備え、遊技盤(2)の下方に設けられたスタートハンドル(7)の操作により、図示略の発射装置から発射された遊技球(A)が、遊技領域(6)を転動することにより後述する遊技が行われる。

【0010】遊技領域(6)の中央部には、役物(8)が配置されている。役物(8)は、外枠(9)によって包囲された役物(8)内に入賞すべき遊技球(A)の入口部分を、後述する制御部(34)により駆動制御されるハネ状開閉部材用ソレノイド(43)により開閉させられる左右1対のハネ状開閉部材(10)(10)と、左右のハネ状開閉部材(10)(10)の開放中に役物(8)内に入賞した遊技球(A)を、所定の条件で載置可能な特定領域(11)と、特定領域(11)の下方に配置され、特定領域(11)を通過した遊技球(A)を入賞球として回収する入賞領域(12)とを有している。

【0011】役物(8)の右側下方には、大入賞口(13)が配置されている。この大入賞口(13)は、前面に設けられた広幅の開閉体(14)が開き、遊技球(A)が入賞し易い第1状態(遊技状態が遊技者に有利な状態)と、開閉体(14)が閉じ、遊技球(A)の入賞が不可能となる第2状態とに変化し得るようになっている。開閉体(14)は、制御部(34)により駆動制御される後述の大入賞用ソレノイド(42)により開閉駆動される。

【0012】大入賞口(13)の上方には、第3種始動口(15)が配置されている。第3種始動口(15)は、その飾り枠に枢着された回転盤(16)を有している。回転盤(16)は、制御部(34)により駆動制御される後述の第3種用モータ(44)によって、およそ10秒間周期で、図1において反時計方向へ、常時回転駆動されている。また、回転盤(16)の周辺には、遊技球(A)が1球分だけ収容される凹部(16a)が形成されている。

【0013】第3種始動口(15)は、凹部(16a)が天頂位置にある場合、遊技球(A)は凹部(16a)に収容され、2球続けて凹部(16a)に収容されることはない。凹部(16a)に収容された遊技球(A)は、回転盤(16a)の回転とともに移動させられ、凹部(16a)が天頂位置に到達する直前で、遊技盤(2)における回転盤(16)の裏側に設けられた図示略の孔から、遊技盤(2)の裏側へ誘導されることにより、後述の第3種始動検出スイッチ(39)により遊技球(A)の通過が検出される。

【0014】回転盤(16)の凹部(16a)が天頂位置にないとき、第3種始動口(15)に入賞しようとする遊技球(A)は、凹部(16a)が再び天頂位置に到達するまで、第3始動口(15)の真上で待機するようになっている。

【0015】役物(8)の下方には、左始動口(17)、中始動口(18)及び右始動口(19)が配置されている。遊技球(A)が左始動口(17)または右始動口(19)に入賞すると、

各始動口(17)(19)に設けられた後述の始動検出スイッチ(38)により、遊技球(A)の通過が検出されることにより、ハネ状開閉部材用ソレノイド(43)を駆動制御して、ハネ状開閉部材(10)を約0.5秒間、開放位置(図2に想像線で示す位置)に移動させる。また、中央始動口(18)に遊技球(A)が入賞した場合は、中始動口(18)に設けられた別の始動検出スイッチ(38)により、遊技球(A)の通過が検出されることにより、上述と同様にして、ハネ状開閉部材(10)を約0.5秒間、開放位置まで移動させ、この動作を2回繰り返す。

【0016】役物(8)の特定領域(11)は、左右の側壁(11a)(11a)の上部に配置され、かつ役物(8)の表面に対して出没可能な3個の左保留受台(20)、中保留受台(21)及び右保留受台(22)と、各保留受台(20)(21)(22)の下方に配置され、かつマトリクス状に形成された3×3の区画部(8a)の表面に対して出没可能な9個の区画受台(23)とを備えている。保留受台(22)が対応する部分及び各区画部には、1~12の数字を、それぞれ○で囲んだ番号が表示されている。

【0017】各保留受台(20)(21)(22)及び区画受台(23)は、図5に示すように、役物(8)の裏側に設けられ、かつ制御部(34)により駆動制御される保留受台用ソレノイド(24)及び区画受台用ソレノイド(25)により、役物(8)の表面から突出して、遊技球(A)を載置可能な突出状態と、役物(8)の表面に没入して、遊技球(A)を載置不能な没入状態とに移動することができる。

【0018】また、各保留受台(20)(21)(22)の上面には、各保留受台(20)(21)(22)に遊技球(A)が載置したことを探出する載置検出スイッチ(26)が設けられている。各区画受台(23)の上面にも、同様の区画用検出スイッチ(27)が設けられている。

【0019】各保留受台(20)(21)(22)は、全ての保留受台(22)に遊技球(A)が1球ずつ載置されて、全ての載置検出スイッチ(26)が遊技球(A)の載置を検出すると、制御部(34)により保留受台用ソレノイド(24)が駆動制御され、一斉、または順次に、突出状態から没入状態に移動させて、遊技球(A)を落下させる。

【0020】全ての保留受台(20)(21)(22)が没入状態に変動すると同時に、9個の区画受台(23)のうち、後述の抽選結果に基づいて選択された3個の区画受台(23)のみを残して、他の6個の区画受台(23)は、没入状態から突出状態に変動させられる。これにより、各保留受台(20)(21)(22)から落下した遊技球(A)は、突出状態にある3個の区画受台(23)に、それぞれ受け止められる。

【0021】各区画受台(23)に受け止められた複数の遊技球(A)の載置態様が、予め定められた特定方向となると、大当たりとなり、遊技状態が遊技者に有利な状態となる。予め定められた特定方向とは、例えばbingoゲームのように、区画部(8a)内において、遊技球(A)が左右方向、または対角線方向に1列に並ぶ状態である。

【0022】特定領域(11)の下部には、役物(8)内に入賞した遊技球(A)を1球ずつ通過可能とするゲート(28)が設けられている。このゲート(28)には、遊技球(A)の通過を検出する図示略の近接スイッチが設けられている。さらに、ゲート(28)の真下には、入賞領域(12)の回転盤(29)が枢着されている。

【0023】回転盤(29)は、周面に、ゲート(29)を通過した遊技球(A)を1球分だけ収容する凹部(29a)を有し、通常は凹部(29a)が天頂位置にある位置に停止しており、ゲート(28)を通過した遊技球(A)が凹部(29a)に収容されると、制御部(34)により駆動制御される回転盤用モータ(30)によって、所定の条件に基づいて、時計方向または反時計方向へ回転させられる。

【0024】入賞領域(12)の回転盤(29)が時計方向に回転させられた場合には、凹部(29a)に収容された遊技球(A)が、遊技盤(2)における回転盤(29)の裏側に設けられた特別入賞口(31)に誘導され、これを、特別入賞口(31)に設けられた特別入賞検出スイッチ(32)が遊技球(A)の通過を検出することによって、大入賞口(13)を第1状態とする権利が発生する。

【0025】また、回転盤(29)が反時計方向に回転させられた場合には、凹部(29a)に収容された遊技球(A)が、特別入賞口(31)から180度回転した位置に設けられた通常入賞口(33)に誘導され、大入賞口(13)は、第1状態になることなく、第2状態に維持される。

【0026】図6は、遊技盤(2)に裏面に配置された各装置に係わる遊技制御ブロック図である。なお、発射装置や賞球排出装置を制御する制御系統や電源回路等は、ここでは省略する。

【0027】制御部(34)は、制御プログラムおよびデータを記憶したROM(35)と、CPUのワークエリアとして機能するRAM(36)とともに、一体型のワンチップCPUとして構成され、ROMに記憶された制御プログラムにより、一連の制御処理を実行するようになっている。

【0028】制御部(34)には、入力ポート(37)を介して、各始動口(17)(18)(19)に入賞した遊技球(A)の通過を検出する始動検出スイッチ(38)、特別入賞口(31)に入賞した遊技球(A)の通過を検出する特別入賞検出スイッチ(32)、第3種始動口(25)に入賞した遊技球(A)の通過を検出する第3種始動検出スイッチ(39)、大入賞口(13)に入賞した遊技球(A)の通過を検出する大入賞口検出スイッチ(40)、各保留受台(20)(21)(22)への遊技球(A)の載置を検出する載置検出スイッチ(26)、各区画受台(23)への遊技球(A)の載置を検出する区画用検出スイッチ(27)が接続され、各検出信号を入力可能となっている。

【0029】さらに、制御部(34)には、出力ポート(41)を介して、各保留受台(20)(21)(22)を突出状態及び没入状態に変動させる保留受台用ソレノイド(24)、各区画受台(23)を突出状態及び没入状態に変動させる区画受台用

ソレノイド(25)、大入賞口(13)の開閉体(14)を開放制御するための大入賞口用ソレノイド(42)、役物(8)のハネ状開閉部材(10)を開閉制御するためのハネ状開閉部材用ソレノイド(43)、役物(8)の回転盤(29)を回転制御するための回転盤用モータ(30)、第3種始動口(15)の回転盤(16)を回転制御するための第3種用モータ(44)、図示略のスピーカーを制御するための効果音発生装置(45)が接続され、各制御信号を出力可能となっている。

【0030】各保留受台(20)(21)(22)に、遊技球(A)が1球ずつ載置され、全ての載置検出スイッチ(26)が遊技球(A)の載置を検出すると、制御部(34)は、各保留受台(20)(21)(22)が没入状態となるように、各保留受台用ソレノイド(24)を駆動制御し、かつそれとほぼ同時に、内部に設けられた乱数表によって抽選をおこない、所定の確率に基づいて、大当たり状態を生起するか否かの判定をおこなう。

【0031】この判定に基づいて、突出状態とする区画受台(23)を3個選択するとともに、没入状態とする区画受台(23)を6個選択して、没入状態とする6個の区画受台(23)に対応する区画受台用ソレノイド(25)を駆動制御する。判定の結果、大当たりの場合には、突出状態となる3個の区画受台(23)は左右方向、または対角線上に一直線に並ぶが、大当たり以外の場合には一直線上には並ばない。

【0032】さらに、制御部(34)は、大当たり処理中に、大入賞口検出スイッチ(40)からの信号が10回入力されるか、または大入賞口(13)の開閉体(14)が開放してから30秒が経過すると、大入賞口(13)を閉鎖する駆動制御を実行し、また第3種始動検出スイッチ(39)からの検出信号が入力された場合には、大入賞口(13)を閉鎖後に再度開放する。これを最大15回まで繰返し可能に設定してある。

【0033】次に、上記構成における遊技機(1)の使用手順について説明する。まず電源が投入されると初期設定がなされ、制御部(34)は、各保留受台用ソレノイド(24)及び区画受台用ソレノイド(25)を消磁させて、各保留受台(20)(21)(22)及び区画受台(23)の全てを突出状態とするとともに、役物(8)の回転盤(29)及び第3種始動口(15)の回転盤(16)のそれぞれの凹部(29a)(16a)が天頂位置を向くように、回転盤用モータ(30)及び第3種用モータ(44)を停止させる。

【0034】発射装置により遊技領域(6)内に発射供給された遊技球(A)が、左始動口(17)、中始動口(18)、または右始動口(19)のいずれかに入賞すると、始動検出スイッチ(38)の検出信号に基づいて、制御部(34)は、ハネ状開閉部材用ソレノイド(43)を駆動制御し、ハネ状開閉部材(10)を所定回数、開閉動作させる。

【0035】ハネ状開閉部材(10)の開放中に役物(8)内に遊技球(A)が入賞すると、その遊技球(A)は、3個の保留受台(20)(21)(22)うちいずれか1つの保留受台に載

置されるか、またはいずれの保留受台(20)(21)(22)に載置されることなく、保留受台(20)(21)(22)の側方に弾かれる。側方に弾かれた遊技球(A)は、役物(8)の所定の部位に設けられた図示略の普通入賞口に誘導され、普通入賞として処理される。

【0036】その後、図2に示すように、全ての保留受台(20)(21)(22)に遊技球(A)が載置されるか、または所定の時間が経過するまでの間、上述の動作を繰り返す。なお、各保留受台(20)(21)(22)には、遊技球(A)が1球だけしか載置されないため、既に遊技球(A)が載置されている保留受台(20)(21)(22)上に落下した遊技球(A)は、既に載置している遊技球(A)によって弾かれ、その隣の保留受台か、または普通入賞口に誘導される。

【0037】図2に示すように、全ての保留受台(20)(21)(22)に遊技球(A)が載置されると、制御部(34)は、大当たりかはずれかの判定をおこなった後、全ての保留受台用ソレノイド(24)を駆動制御する。これにより、全ての保留受台(20)(21)(22)は、突出状態から没入状態に変動させられる。

【0038】判定の結果、はずれの場合は、9個の区画受台(23)のうち3個の区画受台(23)は、特定方向、例えば左右方向、対角線方向に一直線上に並び得ないはずれ態様で突出状態となって、それ以外の6個の区画受台(23)はそれに対応する区画受台用ソレノイド(25)が励磁されて没入状態となる。

【0039】これにより、各保留受台(20)(21)(22)に載置された3個の遊技球(A)は、各保留受台(20)(21)(22)から落下して、例えば、図3に示すように、突出状態となっている区画受台(23)にそれぞれ載置される。この場合、区画受台(23)に載置される遊技球(A)の並び方向が特定方向でないため、遊技者は、遊技球の並び方向ではそれを確認することができる。

【0040】その後、所定時間経過後に、突出状態にある3個の区画受台(23)に対応する区画受台用ソレノイド(25)が励磁され、全ての区画受台(23)は没入状態となる。この結果、3球の遊技球(A)は、区画受台(23)から落下してゲート(28)を通過し、回転盤(29)の凹部(29a)に1球だけ収容される。他の2球の遊技球(A)は、凹部(29a)に収容されることなく、回転盤(29)の側方に弾かれて、入賞領域(12)の所定の部位に設けられた図示略の普通入賞口に誘導され、普通入賞として処理される。

【0041】回転盤(29)の凹部(29a)に収容された遊技球(A)は、上述のように回転盤(29)が反時計方向へ回転されられることにより、普通入賞口(33)を通過して、普通入賞として処理される。

【0042】また判定の結果、大当たりの場合は、9個の区画受台(23)のうち3個の区画受台(23)を、特定の方向、すなわち左右方向、または対角線方向へ一直線上に並ぶような状態で突出状態とし、他の6個の区画受台(23)を没入状態とする。

【0043】これにより、各保留受台(20)(21)(22)から落下した3球の遊技球(A)は、突出状態にある各区画受台(23)にそれぞれ1球ずつ載置され、例えば、図4に示すように、対角線方向へ一直線に並ぶような特定方向に並び、大当たり発生の権利が得られる。これにより、遊技者は、遊技球(A)の並び方向で当たりになったことを確認することができる。

【0044】その後、突出状態にある区画受台(23)の区画用検出スイッチ(27)が遊技球(A)の載置を検出すると、突出状態にある各区画受台(23)は、所定時間経過後に、没入状態に変動させられる。この結果、各区画受台(23)から落下した遊技球(A)は、ゲート(28)を通過して回転盤(29)の凹部(29a)に収容される。凹部(29a)に収容された遊技球(A)は、回転盤の時計方向への回転によって、特別入賞口(31)に誘導され、特別入賞検出スイッチ(32)によって検出される。これにより、大当たりの権利が確定する。

【0045】大当たりの権利の発生時、第3種始動口(15)に遊技球(A)が入賞すると、大入賞口(13)の開閉体(14)は、所定時間継続的に開放されて第1状態となり、第1回目の権利発生から遊技球(A)が第3種始動口(15)に16回入賞することにより、大当たりの権利は全て行使され、同時に消滅する。

【0046】以上、本発明に一実施形態について説明したが、本発明の要旨を逸脱しない範囲内で、上記実施形態に種々の変更を施すことが可能である。

【0047】例えば、上記実施形態においては、乱数表によって抽選をおこない、所定の確率に基づいて、大当たりを生起するか否かの判定をおこなうにしたが、これに代えて、各保留受台(20)(21)(22)に、遊技球(A)が1球ずつ載置され、全ての載置検出スイッチ(26)が遊技球(A)の載置を検出することにより、役物(8)における区画部(8a)の左列、中列、右列毎に、それぞれの乱数表によって抽選をおこない、その抽選結果に基づいて、左列、中列、右列毎、突出状態とする区画受台(23)を1個選択する。そして、突出状態にある各区画受台(23)の各区画用検出スイッチ(27)が、遊技球(A)の載置を検出し、区画用検出スイッチ(27)の検出態様が特定方向であるか否かによって、大当たりを生起するか否かの判定をおこなうようにしても良い。

#### 【0048】

【発明の効果】本発明によれば、次のような効果を奏することができる。

(a) 請求項1～3記載の発明によると、遊技球が区画受台に載置されることにより、役物の演出効果が図られ、遊技者は区画受台に載置された遊技球の並び方向を見ることにより、大当たりであるか否かを確認することができ、ビンゴゲームのようなゲーム感覚で遊技を楽しむことができる。

【0049】(b) 請求項4記載の発明によると、遊技

を一層楽しむことができる。

【図面の簡単な説明】

【図1】本発明における一実施形態を適用した遊技機の正面図である。

【図2】同じく、役物の拡大正面図である。

【図3】同じく、遊技球がはずれの状態で区画受台に載置された状態を示す役物の拡大正面図である。

【図4】同じく、遊技球が大当たりの状態で区画受台に載置された状態を示す役物の拡大正面図である。

【図5】図4におけるV-V線に沿う縦断面図である。

【図6】遊技盤に配置された各装置に係わる制御ブロック図である。

【符号の説明】

- (1)遊技機
- (2)遊技盤
- (3)外側ガイドレール
- (4)内側ガイドレール
- (5)遊技釘
- (6)遊技領域
- (7)スタートハンドル
- (8)役物
- (8a)区画部
- (9)外枠
- (10)ハネ状開閉部材
- (11)特定領域
- (11a)側壁
- (12)入賞領域
- (13)大入賞口
- (14)開閉体
- (15)第3種始動口
- (16)回転盤
- (16a)凹部

(17)左始動口

(18)中央始動口

(19)右始動口

(20)左保留受台

(21)中保留受台

(22)右保留受台

(23)区画受台

(24)保留受台用ソレノイド

(25)区画受台用ソレノイド

(26)載置検出スイッチ

(27)区画用検出スイッチ

(28)ゲート

(29)回転盤

(29a)凹部

(30)回転盤用モータ

(31)特別入賞口

(32)特別入賞検出スイッチ

(33)普通入賞口

(34)制御部(駆動手段)

(35)ROM

(36)RAM

(37)入力ポート

(38)始動検出スイッチ

(39)第3種始動検出スイッチ

(40)大入賞口検出スイッチ

(41)出力ポート

(42)大入賞口用ソレノイド

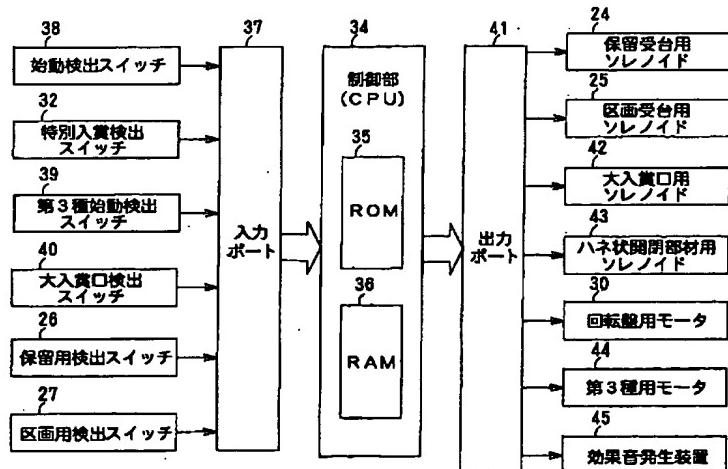
(43)ハネ状開閉部材用ソレノイド

(44)第3種用モータ

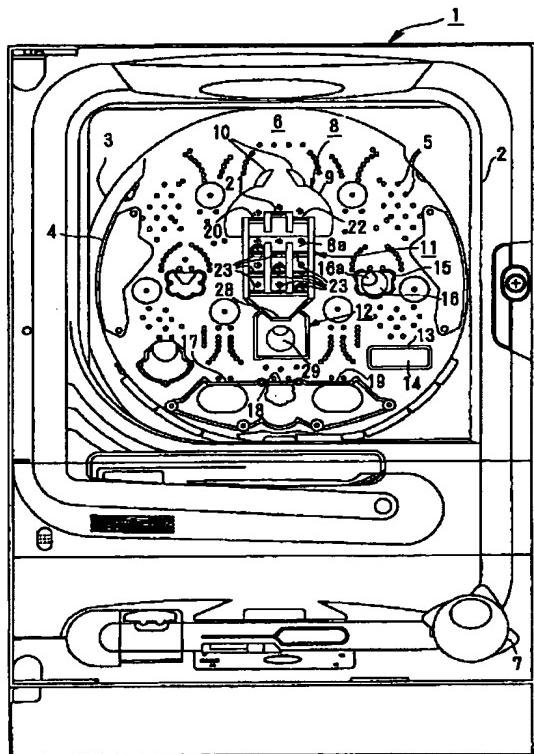
(45)効果音発生装置

(A)遊技球

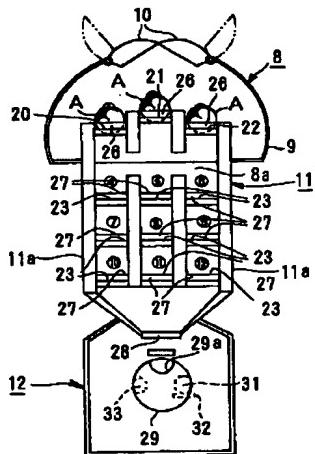
【図6】



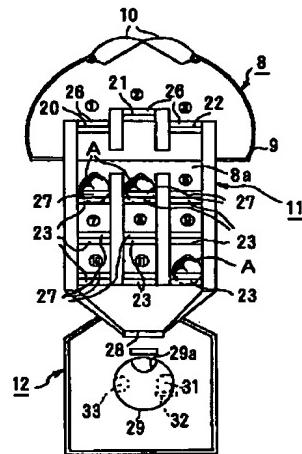
【図1】



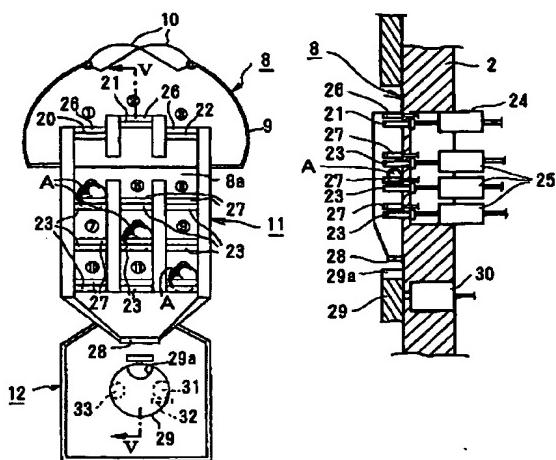
【図2】



【図3】



【図4】



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**Bibliography.**

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(51) [The 7th edition of International Patent Classification]

A63F 7/02 304

311

314

316

[FI]

A63F 7/02 304 B

311 B

314

316 A

[Request for Examination] Un-asking.

[The number of claims] 4.

[Mode of Application] OL.

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[Identification Number] 100060759.

[Patent Attorney]

[Name] Takezawa Soichi (besides two persons)

[Theme code (reference)]

2C088.

[F term (reference)]

2C088 AA44 bus-available03 bus-available04 bus-available05 EB37 EB76.

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Summary.

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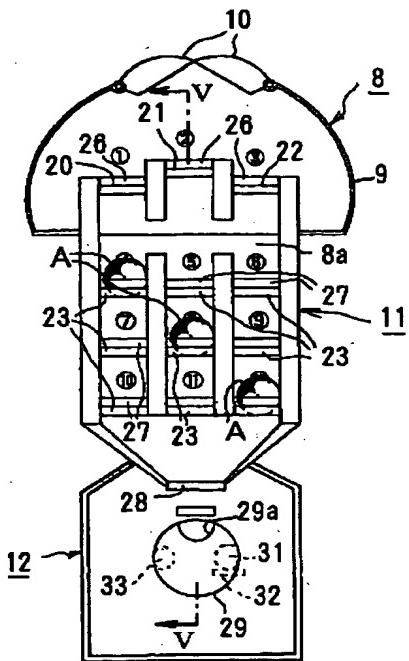
(57) [Abstract]

[Technical problem] The impression which the game sphere has linked with great success directly is given to a game person, and the game machine which can enjoy a game with the game feeling which is not until now is offered.

[Means for Solution] It is prepared in a game field and is a game sphere. Two or more hold cradles 20, 21, and 22 which can move to the projection state whose installation is enabled, and the devotion state of dropping the laid game sphere. The accessory 8 which has two or more partition cradles 23 which can move the game sphere which fell from the hold cradles 20, 21, and 22 to the devotion state made impossible [the projection state whose installation is enabled, and installation]. When judging whether a great success state is occurred based on predetermined probability, consequently occurring a great success state. It has the control means 34 which carry out drive control of the driving means of the partition cradle 23 so that some partition cradles 23 of two or more partition cradles 23 may project and it may stand in a line in the specific direction in the state.

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**CLAIMS**

[Claim(s)]

[Claim 1] The game machine characterized by providing the following. Two or more hold cradles which can move to the protrusion state which is established in a game field, has driving means, and enables installation of a game sphere, and the devotion state of dropping the laid game sphere. The installation pilot switch which detects installation of the game sphere to this hold cradle. The accessory which has driving means, has two or more partition cradles which can move the game sphere which

fell from the aforementioned hold cradle to the devotion state made impossible [ the protrusion state whose installation is enabled, and installation ], and has arranged this partition cradle in the partition section divided in the shape of a matrix. Control means carry out drive control in the driving means of the aforementioned partition cradle so that some partition cradles of two or more aforementioned partition cradles may project and it may be in a state, while carrying out drive control of the driving means so that it may be in a devotion state about the aforementioned hold cradle, when the aforementioned installation pilot switch detects installation of a game sphere.

[Claim 2] When the installation pilot switch of each hold cradle detects installation of a game sphere, control means Lots are cast with each table of random numbers for every left column of the partition section in an accessory, inside train, and right column. When one partition cradle made into every aforementioned left column, inside train, right column, and a projection state is chosen based on the lottery result and each pilot switch for a partition of each aforementioned partition cradle in a projection state detects installation of a game sphere The game machine according to claim 1 controlled by whether the detection mode of each aforementioned pilot switch for a partition is the specific direction to judge whether great success is occurred.

[Claim 3] Control means are game machines according to claim 1 controlled for some partition cradles of two or more aforementioned partition cradles to project, and to stand in a line in the specific direction in the state when the installation pilot switch of each hold cradle detects installation of a game sphere, and judging whether a great success state is occurred, consequently occurring a great success state based on predetermined probability.

[Claim 4] An accessory is a game machine according to claim 1 to 3 which can move to the state of changing into the state of enabling winning a prize of the game sphere into an accessory, further it being impossible and which bounds and has a \*\*\*\*\* member.

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## DETAILED DESCRIPTION

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### [Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the game machine which performs a predetermined game by discharging a game sphere to the game field formed in the game face of a board.

[0002]

[Description of the Prior Art] Conventionally, when a game sphere passes a predetermined starting mouth, this kind of game machine If the combination of the pattern which was made to start the change display of the adjustable drop which consists of liquid crystal or 7 SEGU Light Emitting Diode, and was displayed at the time of a halt of a change display turns into a specific combination Predetermined-time opening of the specific winning-a-prize mouth is carried out, and it was made for a game state to turn into a state advantageous to a game person, i.e., the great success state where a lot of game spheres can be gained.

[0003]

[Problem(s) to be Solved by the Invention] However, in the above conventional game machines, since considering as the opportunity which indicates the pattern of a movable drop by change was only used, the game sphere had the thin impression which the game sphere has linked with great success directly for the game person, and it had left the room of improvement.

[0004] this invention gives a game person the impression which the game sphere has linked with great success directly in view of the above troubles which a Prior art has, is the game feeling which is not until now, and aims at offering the game machine which enabled it to enjoy a game.

[0005]

[Means for Solving the Problem] According to this invention, the above-mentioned technical problem is solved as follows.

(1) Two or more hold cradles which can move to the protrusion state which is established in a game field, has driving means, and enables installation of a game sphere, and the devotion state of dropping the laid game sphere, It has driving means with the installation pilot switch which detects installation of the game sphere to this hold cradle. The accessory which has two or more partition cradles which can move the game sphere which fell from the aforementioned hold cradle to the devotion state made impossible [ the protrusion state whose installation is enabled, and installation ], and has arranged this partition cradle in the partition section divided in the shape of a matrix, While carrying out drive control of the driving means so that it may be in a devotion state about the aforementioned hold cradle, when the aforementioned installation pilot switch detects installation of a game sphere It has the control means which carry out drive control of the driving

means of the aforementioned partition cradle so that some partition cradles of two or more aforementioned partition cradles may project and it may be in a state.

[0006] (2) In the above-mentioned (1) term, when the installation pilot switch of each hold cradle detects installation of a game sphere, control means Lots are cast with each table of random numbers for every left column of the partition section in an accessory, inside train, and right column. When one partition cradle made into every aforementioned left column, inside train, right column, and a protrusion state is chosen based on the lottery result and each pilot switch for a partition of each aforementioned partition cradle in a protrusion state detects installation of a game sphere It controls by whether the detection mode of each aforementioned pilot switch for a partition is the specific direction to judge whether great success is occurred.

[0007] (3) In the above-mentioned (1) term, when the installation pilot switch of each hold cradle detects installation of a game sphere, and judging whether a great success state is occurred, consequently occurring a great success state based on predetermined probability, control control means for some partition cradles of two or more aforementioned partition cradles to project, and to stand in a line in the specific direction in the state.

[0008] (4) in either of the above-mentioned (1) – (3) terms, an accessory is movable to the state of changing into the state of enabling winning a prize of the game sphere into an accessory, further it being impossible — it bounds and has a \*\*\*\*\* member

[0009]

[Embodiments of the Invention] Hereafter, 1 operation form of this invention is explained based on a drawing. Drawing 1 is the front view of 1 operation form of the game machine concerning this invention. The game board (2) in a game machine (1) is surrounded by an outside guide rail (3) and the inside guide rail (4). It has the game field (6) of a circle configuration where many game nails (5) have been arranged, and the game later mentioned when the game sphere (A) discharged from the launcher of illustration abbreviation rolls a game field (6) by operation of the start handle (7) prepared under the game board (2) is performed.

[0010] The accessory (8) is arranged in the center section of the game field (6). An accessory (8) the entrance portion of the game sphere (A) which should win a prize in the accessory (8) surrounded by the outer frame (9) It bounds. drive control is carried out by the control section (34) mentioned later — bounding — \*\*\*\*\* — a member — one pair of right and left which you are made to open and close by the \*\* solenoid (43) — with a \*\*\*\*\* member (10) and (10) The game sphere (A) which right and left bounded and won a prize in the accessory (8) during opening of a \*\*\*\*\* member (10) and (10) The specific field which can be laid on condition that predetermined (11), It is arranged down the specific field (11) and has the winning-a-prize field (12) which collects the game spheres (A) which passed through the specific field (11) as a winning-a-prize sphere.

[0011] The large winning-a-prize mouth (13) is arranged at the right-hand side lower part of an accessory (8). The double-width opening-and-closing object (14) prepared in the front face opens this large winning-a-prize mouth (13), and it may have comes to change to the 1st state (state with a game state advantageous to a game person) where a game sphere (A) tends to win a prize, and the 2nd state where an opening-and-closing object (14) closes and winning a prize of a game sphere (A) becomes impossible. The opening-and-closing drive of the opening-and-closing object (14) is carried out by the below-mentioned solenoid for the Dainyuu prizes (42) in which drive control is carried out by the control section (34).

[0012] The 3rd-sort starting mouth (15) is arranged above the Dainyuu \*\* mouth (13). The 3rd-sort starting mouth (15) has the turntable (16) pivoted by the trim frame. By the below-mentioned motor for the 3rd sort (44) in which drive control is carried out by the control section (34), a turntable (16) is a period for about 10 seconds, and the rotation drive is always carried out in drawing 1 to the counterclockwise rotation. Moreover, the crevice (16a) in which a game sphere (A) is held by one sphere is formed around the turntable (16).

[0013] When the 3rd-sort starting mouth (15) has a crevice (16a) in a zenith position, a game sphere (A) is held in a crevice (16a), and it does not hold in 2 \*\*\*\*\* crevice (16a). The game sphere (A) held in the crevice (16a) Just before it is moved with rotation of a turntable (16a) and a crevice (16a) arrives at a zenith position From the hole of illustration abbreviation prepared in the background of the turntable (16) in the game board (2), passage of a game sphere (A) is detected by the below-mentioned 3rd-sort starting pilot switch (39) by being guided to the background of the game board (2).

[0014] When there is no crevice (16a) of a turntable (16) in a zenith position, the game sphere (A) which is going to win a prize of the 3rd-sort starting mouth (15) stands by right above the 3rd starting mouth (15) until a crevice (16a) arrives at a zenith position again.

[0015] Under the accessory (8), the left starting mouth (17), the inside starting mouth (18), and the right starting mouth (19) are arranged. If a game sphere (A) wins a prize of a left starting mouth (17) or a right starting mouth (19), by the below-mentioned starting pilot switch (38) prepared in each starting mouth (17) and (19) passage of a game sphere (A) is detected — bounding — \*\*\*\*\* — a member — drive control is carried out, the \*\* solenoid (43) is eliminated, and a \*\*\*\*\* member (10) is moved to open position (position shown in drawing 2 with a fictitious outline) for about 0.5 seconds Moreover, when a game sphere (A) wins a prize of a central starting mouth (18), by detecting passage of a game sphere (A), like \*\*\*\*, it bounds, a \*\*\*\*\* member (10) is moved to open position for about 0.5 seconds, and this operation is repeated twice by another starting pilot switch (38) prepared in the inside starting mouth (18).

[0016] The specific field (11) of an accessory (8) is arranged at the upper part between side attachment walls (11a) (11a) on either side, and it receives on the

surface of an accessory (8). Three left hold cradles (20) which can appear frequently, an inside hold cradle (21), and a right hold cradle (22). It has nine partition cradles (23) which can appear frequently to the front face of the partition section (8a) of 3x3 which has been arranged under each hold cradle (20), (21), and (22), and was formed in the shape of a matrix. The number which surrounded the number of 1-12 by O, respectively is displayed on the portion and each partition section to which a hold cradle (22) corresponds.

[0017] Each hold cradle (20), (21), (22), and a partition cradle (23) As shown in drawing 5 , by the solenoid for hold cradles (24) and the solenoid for partition cradles (25) in which are prepared in the background of an accessory (8) and drive control is carried out by the control section (34) It projects from the front face of an accessory (8), is absorbed in the projection state where a game sphere (A) can be laid, and the front face of an accessory (8), and can move to the devotion state which cannot lay a game sphere (A).

[0018] Moreover, the installation pilot switch (26) which detects what the game sphere (A) laid in each hold cradle (20), (21), and (22) is prepared in the upper surface of each hold cradle (20), (21), and (22). The same pilot switch for a partition (27) is prepared also in the upper surface of each partition cradle (23).

[0019] If one sphere (A) of game spheres is laid at a time in all hold cradles (22) and all installation pilot switches (26) detect installation of a game sphere (A), each hold cradle (20), (21), and (22) Drive control of the solenoid for hold cradles (24) is carried out by the control section (34), it is moved to a devotion state by simultaneous or sequential from a projection state, and a game sphere (A) is dropped.

[0020] It leaves three partition cradles (23) chosen among nine partition cradles (23) based on the below-mentioned lottery result, and other six partition cradles (23) project from a devotion state, and are fluctuated by the state at the same time it changes all hold cradles (20), (21), and (22) in the devotion state. Thereby, the game sphere (A) which fell from each hold cradle (20), (21), and (22) is caught by three partition cradles (23) in a projection state, respectively.

[0021] If the installation mode of two or more game spheres (A) caught by each partition cradle (23) serves as the specific direction appointed beforehand, it is becoming it a great success, and a game state will be in a state advantageous to a game person. The specific direction appointed beforehand is in the state where a game sphere (A) is located in a line with one train in a longitudinal direction or the direction of the diagonal line in the partition section (8a), like for example, a bingo game.

[0022] The gate (28) which enables at a time one sphere of passage of the game sphere (A) which won a prize in the accessory (8) is established in the lower part of a specific field (11). The proximity switch of illustration abbreviation which detects passage of a game sphere (A) is prepared in this gate (28). Furthermore, just under the gate (28), the turntable (29) of a winning-a-prize field (12) is pivoted.

[0023] A turntable (29) has the crevice (29a) in which the game sphere (A) which passed through the gate (29) to the peripheral surface is held by one sphere. If the game sphere (A) which had stopped in the position which has a crevice (29a) in a zenith position, and passed through the gate (28) is held in a crevice (29a), by usually, the motor for turntables (30) in which drive control is carried out by the control section (34) Based on predetermined conditions, it is rotated to a clockwise rotation or a counterclockwise rotation.

[0024] When the turntable (29) of a winning-a-prize field (12) is rotated clockwise The game sphere (A) held in the crevice (29a) is guided to the special winning-a-prize mouth (31) prepared in the background of the turntable (29) in the game board (2). When the special winning-a-prize pilot switch (32) in which this was specially prepared by the winning-a-prize mouth (31) detects passage of a game sphere (A), the right which makes the 1st state a large winning-a-prize mouth (13) occurs.

[0025] moreover, when a turntable (29) was rotated counterclockwise, the game sphere (A) held in the crevice (29a) was prepared in the position specially rotated 180 degrees from the winning-a-prize mouth (31) — it is usually guided to a winning-a-prize mouth (33), and a large winning-a-prize mouth (13) will be in the 1st state with a bird clapper, and will be maintained by the 2nd state

[0026] Drawing 6 is a game control-block view concerning each equipment arranged at the rear face at the game board (2). In addition, a control system, a power circuit, etc. which control a launcher and an awarded-balls exhaust are omitted here.

[0027] A control section (34) is constituted as a one-chip CPU of one apparatus with ROM (35) which memorized a control program and data, and RAM (36) which functions as a work area of CPU, and performs a series of control processings with the control program memorized by ROM.

[0028] The starting pilot switch which detects passage of the game sphere (A) which won a prize of each starting mouth (17), (18), and (19) through input port (37) in a control section (34) (38), The special winning-a-prize pilot switch which detects passage of the game sphere (A) which won specially a prize of a winning-a-prize mouth (31) (32), The 3rd-sort starting pilot switch which detects passage of the game sphere (A) which won a prize of the 3rd-sort starting mouth (25) (39), The large winning-a-prize mouth pilot switch which detects passage of the game sphere (A) which won a prize of a large winning-a-prize mouth (13) (40), The installation pilot switch (26) which detects installation of the game sphere (A) of each hold cradle (20), (21), and (22), and the pilot switch for a partition (27) which detects installation of the game sphere (A) to each partition cradle (23) are connected, and each detecting signal can be inputted.

[0029] Furthermore, the solenoid for hold cradles which it projects [ solenoid ] to a control section (34) and fluctuates each hold cradle (20), (21), and (22) in a state and the devotion state through an output port (41) to it (24), The solenoid for partition cradles which it projects [ solenoid ] and fluctuates each partition cradle (23) in a state and the devotion state (25), The solenoid for large winning-a-prize

mouths for carrying out open control of the opening-and-closing object (14) of a large winning-a-prize mouth (13) (42), in order for an accessory (8) to bound and to carry out opening-and-closing control of the \*\*\*\*\* member (10) — bounding — \*\*\*\*\* — a member — the \*\* solenoid (43) — The motor for turntables for carrying out the roll control of the turntable (29) of an accessory (8) (30), The sound effect generator (45) for controlling the motor for the 3rd sort (44) for carrying out the roll control of the turntable (16) of the 3rd-sort starting mouth (15) and the loudspeaker of illustration abbreviation is connected, and an output of each control signal is possible.

[0030] When one sphere (A) of game spheres is laid at a time in each hold cradle (20), (21), and (22) and all installation pilot switches (26) detect installation of a game sphere (A), a control section (34) Drive control of each solenoid for hold cradles (24) is carried out, and, almost simultaneously with it, lots are cast with the table of random numbers formed in the interior, and it judges whether a great success state is occurred based on predetermined probability so that each hold cradle (20), (21), and (22) may be in a devotion state.

[0031] While choosing three partition cradles (23) made into a projection state based on this judgment, six partition cradles (23) made into a devotion state are chosen, and drive control of the solenoid for partition cradles (25) corresponding to six partition cradles (23) made into a devotion state is carried out. Although three partition cradles (23) which will be in a projection state are located in a line in a straight line on a longitudinal direction or the diagonal line as a result of a judgment in great success, in except great success, it does not stand in a line on a straight line.

[0032] Furthermore, if 30 seconds pass after the signal from a large winning-a-prize mouth pilot switch (40) is inputted 10 times during great success processing or the opening-and-closing object (14) of a large winning-a-prize mouth (13) opens a control section (34) wide When drive control which closes a large winning-a-prize mouth (13) is performed and the detecting signal from the 3rd-sort starting pilot switch (39) is inputted, a large winning-a-prize mouth (13) is again opened after closing. This is set up possible [ recurrence ] a maximum of 15 times.

[0033] Next, the used procedure of the game machine (1) in the above-mentioned composition is explained. Initial setting will be made if a power supply is switched on first. a control section (34) While making each solenoid for hold cradles (24), and the solenoid for partition cradles (25) demagnetize, projecting and making all each hold cradle (20), (21), (22), and partition cradles (23) into a state The motor for turntables (30) and the motor for the 3rd sort (44) are stopped so that each crevice (29a) (16a) of the turntable (29) of an accessory (8) and the turntable (16) of the 3rd-sort starting mouth (15) may turn to a zenith position.

[0034] if the game sphere (A) by which discharge supply was carried out into the game field (6) with the launcher wins a prize of either a left starting mouth (17), an inside starting mouth (18) or a right starting mouth (19) — the detecting signal of a

starting pilot switch (38) -- being based -- a control section (34) -- bounding --  
\*\*\*\*\* -- a member -- the \*\* solenoid (43) -- drive control -- carrying out --  
bounding -- a \*\*\*\*\* member (10) -- the number of times of

[0035] When it bounds and a game sphere (A) wins a prize in an accessory (8) during opening of a \*\*\*\*\* member (10), the game sphere (A) It is flipped by the side of a hold cradle (20), (21), and (22), without being laid in the hold cradle (20) which (22) 22 [ three hold cradles (20), (21), and ] Strikes, and is laid in any one hold cradle, or can creep, (21), and (22). The game sphere (A) flipped by the side is guided to the common winning-a-prize mouth of illustration abbreviation prepared in the predetermined part of an accessory (8), and is usually processed as winning a prize.

[0036] Then, above-mentioned operation is repeated until a game sphere (A) is laid in all hold cradles (20), (21), and (22) or predetermined time passes, as shown in drawing 2 . In addition, the game sphere (A) which fell on the hold cradle (20) in which the game sphere (A) has already been laid since only one sphere is laid in each hold cradle (20), (21), and (22) for a game sphere (A), (21), and (22) is flipped with the game ball (A) already laid, and is guided to the next hold cradle or a common winning-a-prize mouth.

[0037] If a game sphere (A) is laid in all hold cradles (20), (21), and (22) as shown in drawing 2 , great success or after it separates from a control section (34) and it performs that judgment, it will carry out drive control of all the solenoids for hold cradles (24). Thereby, all hold cradles (20), (21), and (22) are fluctuated by the devotion state from a projection state.

[0038] As a result of a judgment, among nine partition cradles (23), the solenoid for partition cradles (25) corresponding to [ separate, project in a mode, will be in a state and ] it in the other six partition cradles (23) to which three partition cradles (23) cannot be located in a line in the specific direction, for example, a longitudinal direction, and the direction of the diagonal line on a straight line is excited, and, in the case of a blank, will be in a devotion state.

[0039] Thereby, three game spheres (A) laid in each hold cradle (20), (21), and (22) are laid in the partition cradle (23) which is in the projection state, respectively, as it falls from each hold cradle (20), (21), and (22), for example, is shown in drawing 3 . In this case, since the direction of a list of the game sphere (A) laid in a partition cradle (23) is not the specific direction, a game person can check a gap in the direction of a list of a game sphere.

[0040] Then, the solenoid for partition cradles (25) corresponding to three partition cradles (23) which are in a projection state after predetermined-time progress is excited, and all partition cradles (23) will be in a devotion state. Consequently, the game sphere (A) of three spheres falls from a partition cradle (23), it passes through the gate (28), and only one sphere is held in the crevice (29a) of a turntable (29). illustration abbreviation which was flipped by the side of a turntable (29) and was prepared in the predetermined part of a winning-a-prize field (12), without holding the game sphere (A) of other two spheres in a crevice (29a) -- it is usually guided

to a winning-a-prize mouth, and is usually processed as winning a prize [0041] a turntable (29) rotates the game sphere (A) held in the crevice (29a) of a turntable (29) to a counterclockwise rotation as mentioned above -- having -- \*\*\*\*\* -- a winning-a-prize mouth (33) is usually passed, and it is usually processed by things as winning a prize

[0042] Moreover, as a result of a judgment, among nine partition cradles (23), in great success, it projects in the state where it stands in a line on a straight line in a specific direction, i.e., a longitudinal direction, or the specific direction of the diagonal line, it makes three partition cradles (23) a state, and makes other six partition cradles (23) a devotion state.

[0043] Thereby, the game sphere (A) of three spheres which fell from each hold cradle (20), (21), and (22) is located in a line in the specific direction which is located in a line in a straight line in the direction of the diagonal line as one sphere is laid at a time in each partition cradle (23) in a protrusion state, respectively, for example, it is shown in drawing 4 , and the right of great success generating is \*\*\*\*\*. Thereby, a game person can check having become a hit in the direction of a list of a game sphere (A).

[0044] Then, if the pilot switch for a partition (27) of the partition cradle (23) in a protrusion state detects installation of a game sphere (A), each partition cradle (23) in a protrusion state will be fluctuated by the devotion state after predetermined-time progress. Consequently, the game sphere (A) which fell from each partition cradle (23) passes through the gate (28), and is held in the crevice (29a) of a turntable (29). The game sphere (A) held in the crevice (29a) is specially guided to a winning-a-prize mouth (31) by the rotation to the clockwise rotation of a turntable, and is specially detected by the winning-a-prize pilot switch (32). Thereby, the right of great success is decided.

[0045] When a game sphere (A) wins a prize of the 3rd-sort starting mouth (15) at the time of generating of the right of great success, the opening-and-closing object (14) of a large winning-a-prize mouth (13) When it is wide opened by the predetermined-time continuation target, it will be in the 1st state and a game sphere (A) wins a prize of the 3rd-sort starting mouth (15) 16 times from the 1st right generating, it uses all the rights of great success and they disappear simultaneously.

[0046] As mentioned above, although 1 operation gestalt was explained to this invention, it is possible to give various change to the above-mentioned operation gestalt within limits which do not deviate from the summary of this invention.

[0047] For example, although lots were cast with the table of random numbers and carried out [ judging whether great success is occurred and ] in the above-mentioned operation gestalt based on predetermined probability When it replaces with this, one sphere (A) of game spheres is laid at a time in each hold cradle (20), (21), and (22) and all installation pilot switches (26) detect installation of a game sphere (A) For every left column of the partition section (8a) in an accessory (8), inside train, and right column, lots are cast with each table of random numbers, and

one partition cradle (23) made into every left column, inside train, right column, and a protrusion state is chosen based on the lottery result. And each pilot switch for a partition (27) of each partition cradle (23) in a protrusion state detects installation of a game sphere (A), and it may be made to judge whether great success is occurred by whether the detection mode of the pilot switch for a partition (27) is the specific direction.

[0048]

[Effect of the Invention] According to this invention, the following effects can be done so.

(a) According to invention according to claim 1 to 3, by laying a game sphere in a partition cradle, the stage effects of an accessory are planned, and by seeing the direction of a list of the game sphere laid in the partition cradle, a game person can check whether it is great success, and can enjoy a game with game feeling like a bingo game.

[0049] (b) According to invention according to claim 4, a game can be enjoyed further.

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[Translation done.]

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#### DESCRIPTION OF DRAWINGS

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[Brief Description of the Drawings]

[Drawing 1] It is the front view of the game machine which applied 1 operation gestalt in this invention.

[Drawing 2] Similarly, it is the expansion front view of an accessory.

[Drawing 3] It is the expansion front view of an accessory showing the state where the game sphere was laid in the partition cradle in the state of the blank, similarly.

[Drawing 4] It is the expansion front view of an accessory showing the state where the game sphere was laid in the partition cradle in the state of great success, similarly.

[Drawing 5] It is drawing of longitudinal section which meets the V-V line in drawing

4.

[Drawing 6] It is a control-block view concerning each equipment arranged at the game board.

[Description of Notations]

- (1) Game machine
- (2) Game board
- (3) Outside guide rail
- (4) Inside guide rail
- (5) Game nail
- (6) Game field
- (7) Start handle
- (8) Accessory
- (8a) Partition section
- (9) Outer frame
- (10) bounding -- \*\*\*\*\* -- a member
- (11) A specific field
- (11a) Side attachment wall
- (12) Winning-a-prize field
- (13) Large winning-a-prize mouth
- (14) Opening-and-closing object
- (15) The 3rd-sort starting mouth
- (16) Turntable
- (16a) Crevice
- (17) Left starting mouth
- (18) Central starting mouth
- (19) Right starting mouth
- (20) Left hold cradle
- (21) Inside hold cradle
- (22) Right hold cradle
- (23) Partition cradle
- (24) The solenoid for hold cradles
- (25) The solenoid for partition cradles
- (26) Installation pilot switch
- (27) The pilot switch for a partition
- (28) Gate
- (29) Turntable
- (29a) Crevice
- (30) The motor for turntables
- (31) It is a winning-a-prize mouth specially.
- (32) It is a winning-a-prize pilot switch specially.
- (33) It is usually a winning-a-prize mouth.
- (34) Control section (driving means)

- (35)ROM
  - (36)RAM
  - (37) Input port
  - (38) Starting pilot switch
  - (39) The 3rd-sort starting pilot switch
  - (40) Large winning-a-prize mouth pilot switch
  - (41) Output port
  - (42) The solenoid for large winning-a-prize mouths
  - (43) bounding -- \*\*\*\*\* -- a member -- the \*\* solenoid
  - (44) The motor for the 3rd sort
  - (45) Sound effect generator
  - (A) Game sphere
- 

[Translation done.]

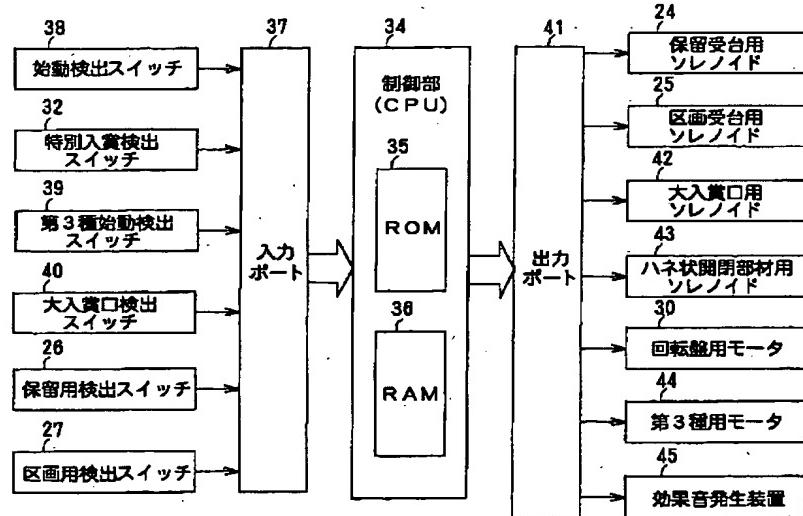
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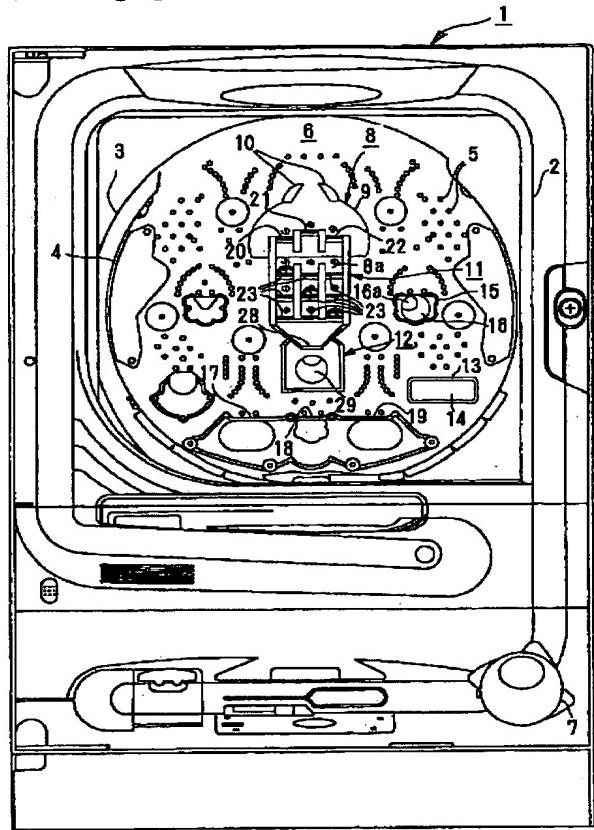
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#### DRAWINGS

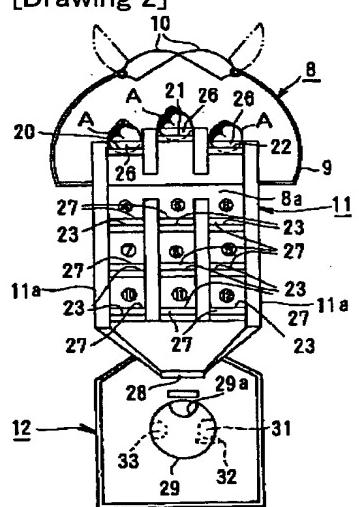
[Drawing 6]



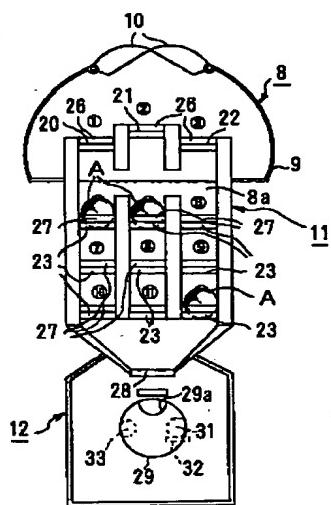
[Drawing 1]



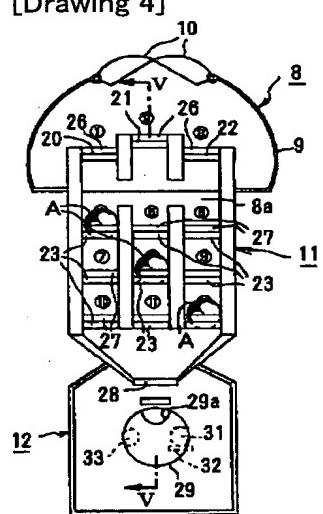
[Drawing 2]



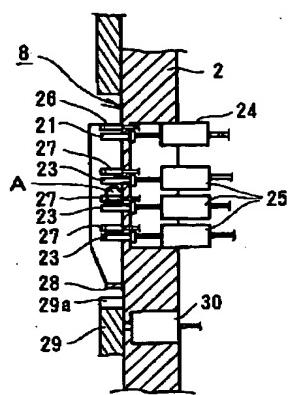
[Drawing 3]



[Drawing 4]



[Drawing 5]



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[Translation done.]